



# ArchiveOS

## COMPUTER VERSION

### CHEAT SHEET

1. **Product code** = discord tag or postal code
2. **Days to beat** = sum of digits
3. **Notes** = gameplay & history based on prompts
4. **Cover** = title + representation of the game
5. **Send** to friend & to <https://michael-klamerus.itch.io/archiveos>

COVER

CODE

NOTES

	Genre	Theme	Platform	Feature	Feelies
0	Adventure	Pirates	Admiral64	FMV	Journal
1	Platformer	Fantasy	Capsule Computer 400	Multiplayer	Map
2	FPS	Space	IM-98	3D Graphics	Manual
3	Strategy	Modern	The BX Breccy	Voice Acting	Sticker
4	Educational	Fishing	ABC Seedling	Procedural Generation	Cassette
5	Puzzle	Cars	SFX	Tabletop Adaption	Pin
6	RPG	Horror	The Admiral Amigo	Shareware	Calendar
7	Sports	Comedy	Worldwide Business Machine	Multi theme! (+1 theme)	Postcard
8	Simulation	Abstract	Orange Tangerine	Based off IP	Badge
9	Arcade	Romance	Portals94	Bundled with Peripheral	Book

RELEASE YEAR

DAYS TO BEAT

COVER

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RELEASE YEAR

DAYS TO BEAT



# ArchiveOS

## COMPUTER VERSION

Created by Michael Klamerus & mv

Based on ForeverDex by Adam Vass

**ArchiveOS** is a video game creation game using the postal service and Discord tags. Players use the zip code or number attached to a Discord handle to generate new retro video games, and then send the game to someone they know.

More pages of **ArchiveOS** are available for free at <https://mvmv.itch.io/> (Console Version) and <https://michael-klamerus.itch.io/> (Computer Version)

## Find

Archie (short for ArchiveOS) will ask you to type in the product code of your game. It is the four digits you find on your discord tag or the five digits of your postal code. Use the table to find out more about the game, such as the genre, theme, platform, one of the game's features, and what was packed in with the game (also known as a feelie) if you have a fifth number. You can swap the digits in any order you like to get a result you prefer.

The five number classification system only works if you live in the US. If you do not, please search for other numbers in the mailing address that you can use instead.

Code: 2197

2: FPS, 1: Fantasy, 9: Portals94, 7: Multi Theme! + Fishing.

*Fishing Portals Simulator. One of the shooter looter games where you have to jump through portals to hell in order to collect the rarest fish and win the fishing championship.*

Sum up the digits of your product game to see the amount of time it took you to beat the game. Think about if it's around the average, too long or too short? Did you replay it or had to restart? Note down your findings in a short entry.

*2+1+9+7 = 19 days to beat the game. The last portal was a bit tricky, but I managed to catch that legendary Hell Salmon.*

## Note

Once you have learned more about the game, describe it using the fields on the form. Be sure to include the name of the game, product code, year released, platform, gameplay notes, and historical notes.

*Fishing Portals Simulator, released in 1995 on Portals94. Gameplay consisted of controlling a fisherman from a first person perspective. At the start of the game you wield a simple fishing rod, but as you progress through more and more portals you unlock new rods (including magical ones). The goal of the game is to catch legendary fish that live in the world where the portals lead. You also have to fight off the occasional demons. There was even an option to publish your fish to an online forum.*

After the game has been documented, use the space on the left side of the form to recreate the box art. Covers of video games often include the **elements from the game** and the **title**, but they could also have very little to do with the game or make the game look much more exciting than it really was.

## Send

Once the game has been documented, send the form and instructions to a friend who can help us in our archival efforts. If you have received a sheet, please scan it if it came in the mail or save the document from discord and upload it to our Itch.io page at <https://michael-klamerus.itch.io/archiveos>.